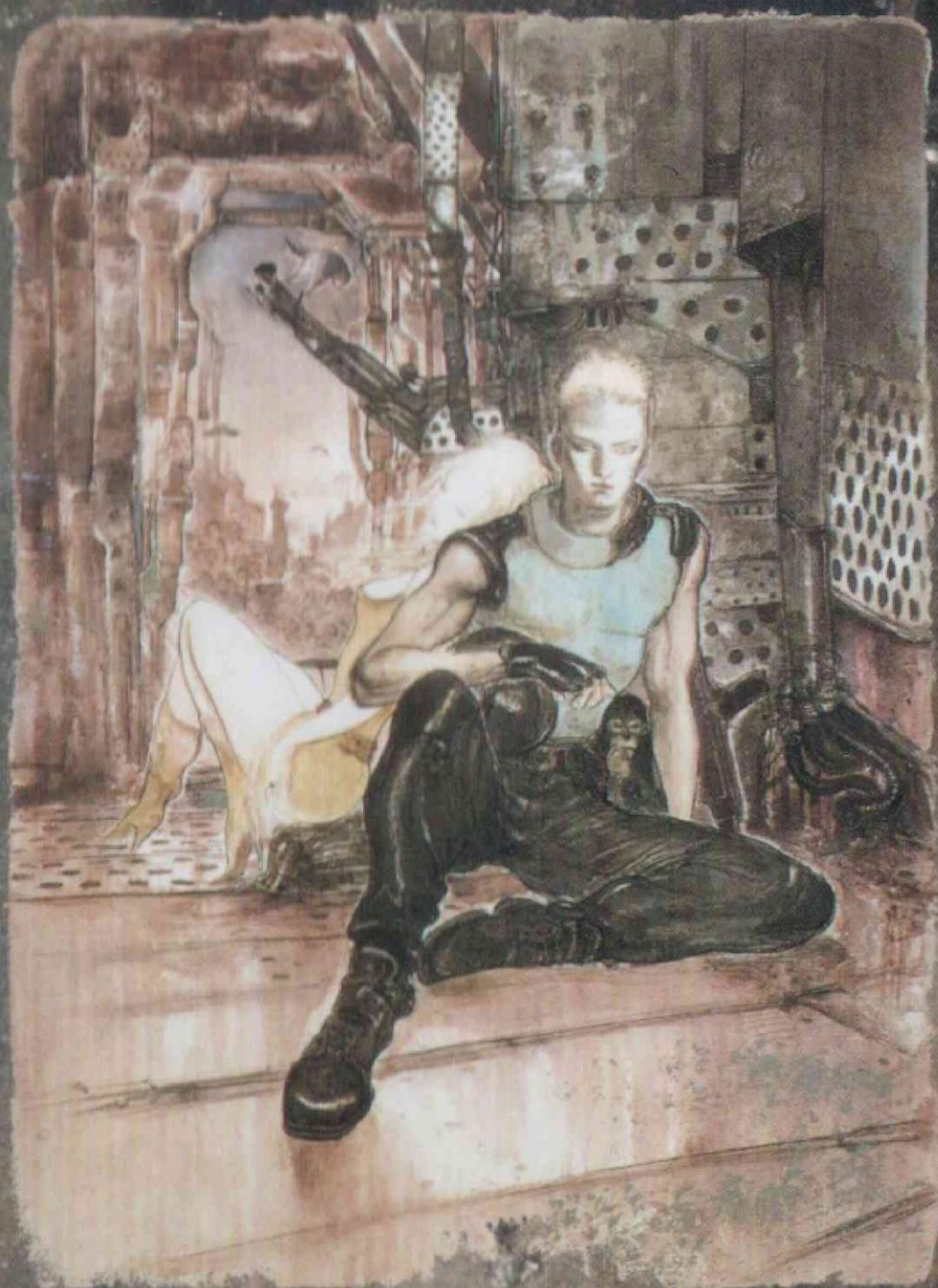




FRONT MISSION

front mission

TM



取扱説明書

SHVC-AGCJ-JPN

SQUARESOFT

this time , Square's Super Famicom software Frontomi

Thank you very much for purchasing

Before use . , Please read this "instruction manual" carefully

Please read it and use it in the correct way . In addition, this "instruction manual

Please keep the certificate in a safe place.

し ようじょう ちゅう い
[Precautions for use]

- しょう ご かなめ
• Be sure to unplug the AC adapter from the outlet after use.
- がめん はな
• Play the game as far away from the TV screen as possible.

ちようじ かん ばあい けんこう じかん ぶん
For your health, when playing time games Every hour or two hours

~i ÿ<! Pause.
せいみつ き きょたん おんど じょうけんか しょう ほ かんおよ つよ

\$Because it is a Seimitsu equipment, it should not be used or stored under extreme temperature conditions or subjected to strong shocks.

ぜったい ぶんかい
Please avoid Also, do not disassemble to the absolute S dimension.

- たんし お て ふ みず よご
• Do not touch the terminals with your hands or let them get wet.

こしょう げんいん
The length may cause malfunction.

- など きはつ ゆ
• Do not wipe with volatile oils such as thinner, benzine, or alcohol.
- とうえいほうしき
• Super Famicom used as a projection TV

せつぞく ざんぞうけんしょう がめん しょう せつぞく
If you connect it to the cable, it will cause an afterimage phenomenon and side burn) force, so do not connect it.
please.

けんこうじょう あんぜん かん ちゅう い
[Precautions regarding health and safety]

つか じょうたい れんぞく ちようじ かん けんこうじょうの
Tired story history continuous play for a long time (e.g.
いふ
I don't know, so please let me know II : こごく稀に、 4 ' ÿ||ÿ' blinked
がめんなど み とき いちじき かんこく いしき

Temporary muscle spasms or seizures when watching TV screens, etc.

そうしつなど しょうじょう けいけん ひと しょうじょう けいけん ひと
There are people who show symptoms such as loss of Persons who have received such a government letter will be notified by tele

Before you play video games, be sure to meet the doctor, and play tt z, TV F games.

If you have such a (®-like) string, stop it and call a doctor.

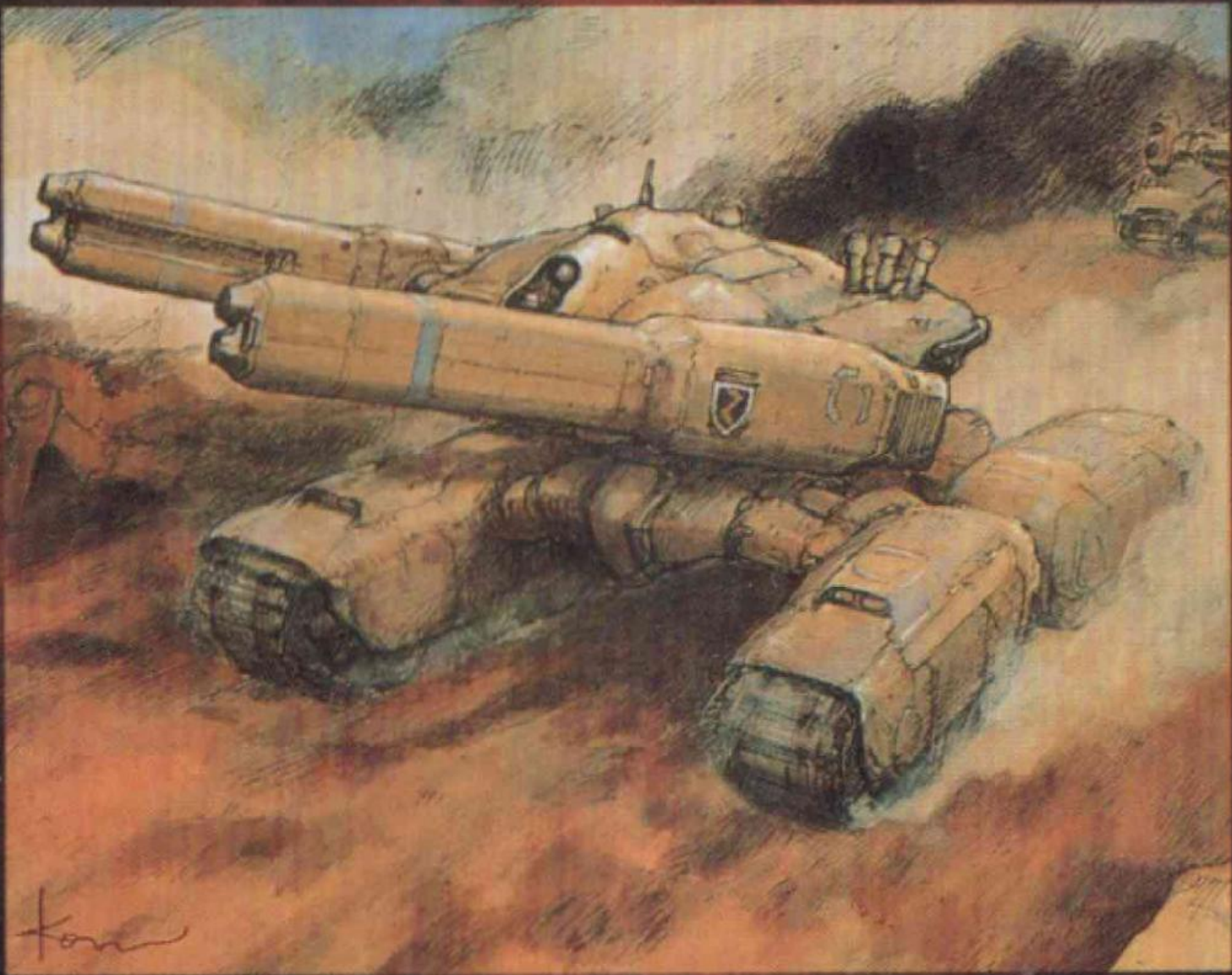
please

FRONT MISSION

front miss m

operating instructions

USER'S MANUAL



CONTENTS

The beginning of the battle ~PROLOGUE.....•

The stage of battle ~FIELD of
WAR.... 6 Basic operation -
CONTROL SYSTEM8 Combat method ~ 00M
day AT SYSTEM11 Character
Growth~LEVEL UP..... 17 About 19 ...

Towns~ TOWN GUIDE Characters ~

CHARACTERS 24 data files ~ 0ATA FILE ...

the beginning of the battle

PROLOGUE

In the near

future Ÿ The world is in conflict with the Oceana

Coalition (OCMJ) and the United States of the New

Continent (USN) .立に

そして、太平洋に浮かぶハフマン島で、

Ÿ 4 small ^^ So Ÿ shaved crane!

Lacus Punishment...

The United States of New Continent (USN) attacked

its own territory Larcus munitions factory on Huffman

Island by four Oceana Coalition の

(OCU) Van Drung Panzers .

announced that the factory had been

destroyed. In response, OCU denied the fact of the

attack and said that it was all USN's Kyogen.

Reconciliation between the two countries stalled:

Finally, all of Huffman Island

It entered a state of combat.

Thus began the Second Huffman Conflict...

The Oceana Coalition

Involved in the Lurkus Incident

the wanzer pilots

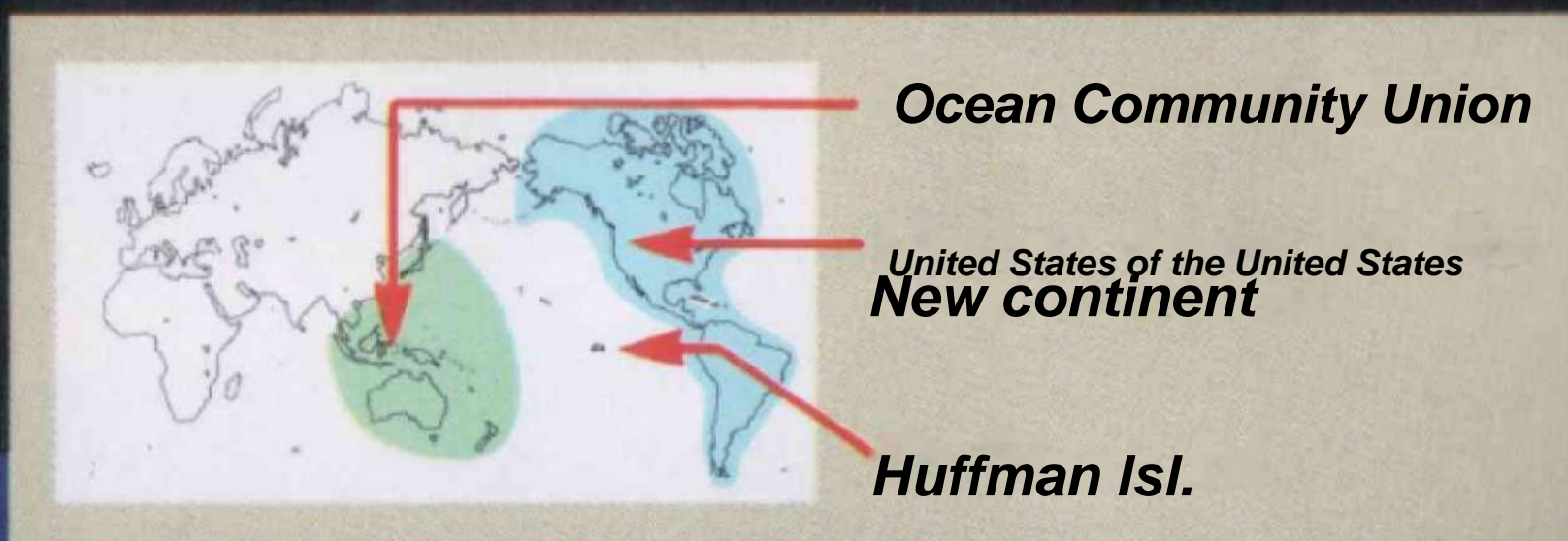
"Missing during combat training" was processed.

Those who know the truth of the incident, except for the upper echelons of the military,

Only the pilots who directly participated in the battle were left.



FIELD OF WAR



Huffman IsL



OCU



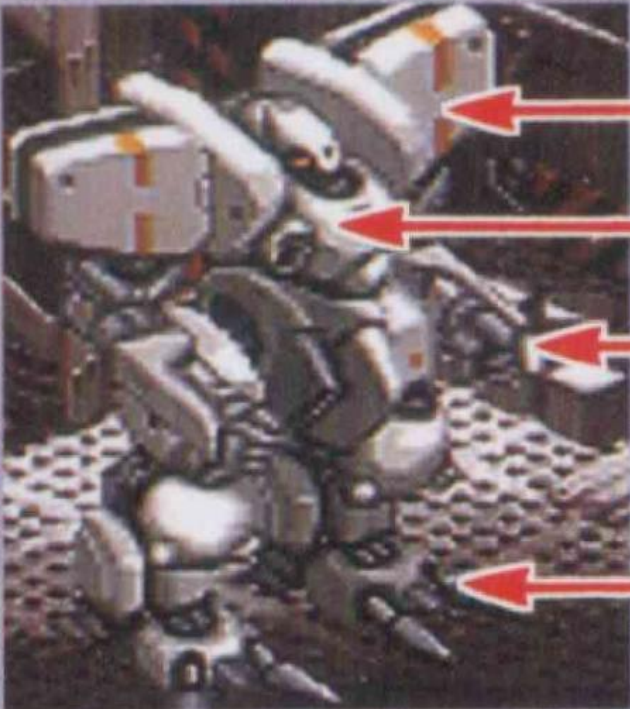
USN

Huffman Island DataHuffman Island Data

Location: Martyrs, 269 degrees east longitude Vegetable production: 77,87
Area: 79,219<nf Dairy cattle: 33.575 population: 4,550,000a (settled
population) beef cattle: 872,000 population ratio: OCU 182.675 people
pigs: 48755B USN 2,724,000 people Fish catch: 93.2751
Currency unit: H\$ (Huffman Dollar) stone ^ Output: 216.0kl
Rice production: 48.2771 Natural gas production: (2) 58.203 million m

WANDRUNG PANTER

Vandrung Panzer



← **SHOULDER**

← **BODY**

← **ARM**

← **LEG**

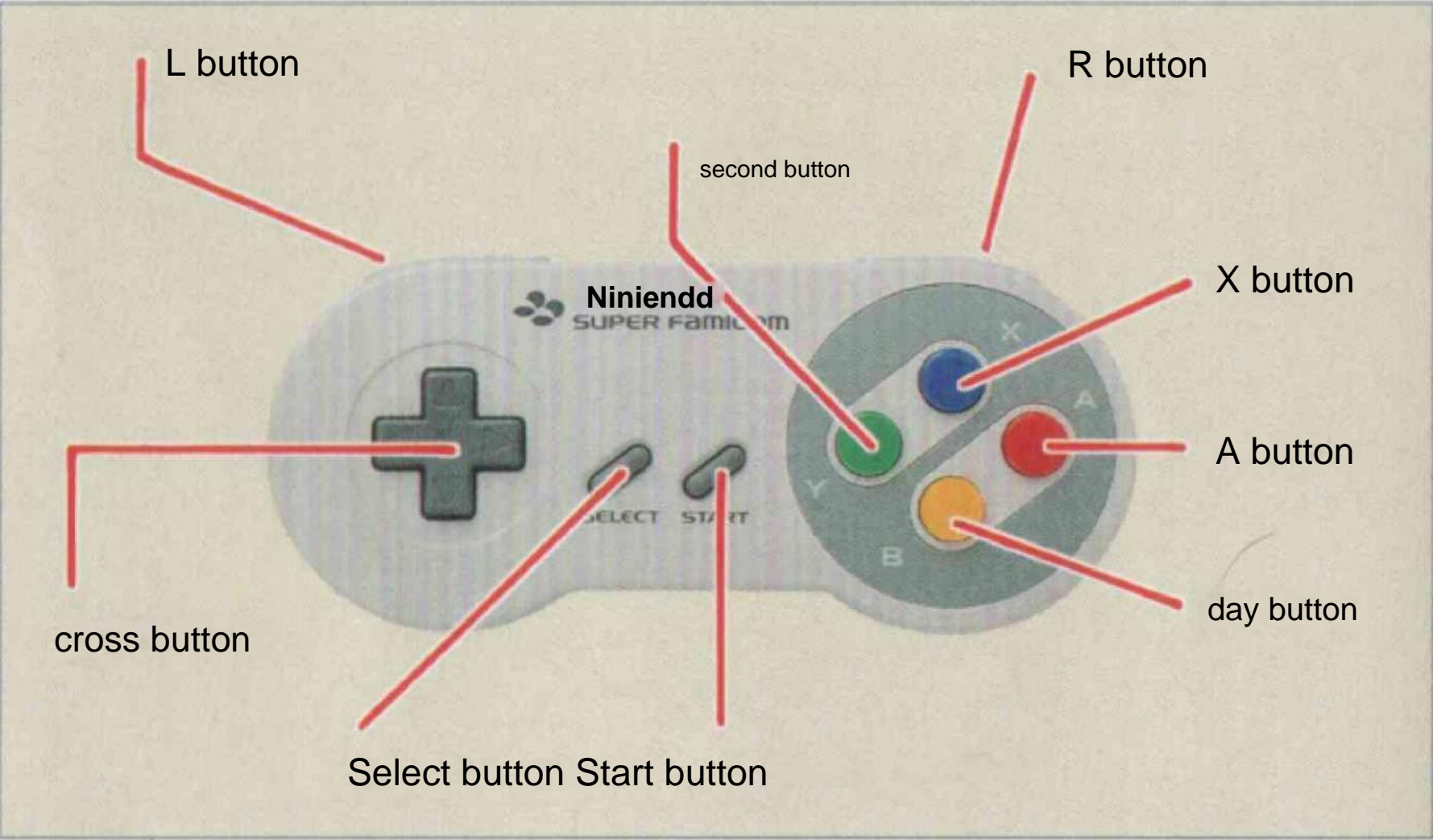
A mobile warfare weapon that reproduces human-like movements by using over 600 units of large and small actuators that can control the reaction speed and durability by applying an electric current to a material that rapidly hardens and softens due to chemical reactions. Boasting instantaneous power and mobility, the WANTZER , or WAP0 early type (WAW), was originally adopted as a landmine saturating machine, but later development progressed in order to divert it to combat use, and the 4th generation fighter was developed. Type WAW appeared, and was given the name of WAP (Wandrung Panzer) to be recognized as a conventional type SIJ.The

ability to run on any terrain and flexible battlefield-suitable capabilities, and can be operated by a single person. , etc., have been adopted by countries around the world and are reducing the demand for other ground weapons. It cannot be equipped with large-caliber tank guns, etc., and cannot completely take over the position of tanks.





Here we explain the basic usage of the controller .
 , battle MAP, and city s!
 may change, so please read each item in this manual carefully.
 Please read the instructions carefully and operate.



A button: Confirmed command
 or advance the message
 Striped roof tiles
 B button: cancel command
 or return to the previous menu window
 Stripe length used to return to the dough
 X button: Select obstacles on the battle map
 Show hidden units
 Makatsu
 Y button: battle map ;
 turn off the automatic selection of the action order of
 and optionally
 L button: In battle M A P, own army unit
 Moves the character's turn order one step forward.

R button: Select your own unit on the battle map
 1 unit before
 You can go back to the length
 You cannot select a unit that has finished moving.
 plug.
 Start button: Press the button on the battle map
 open stem window
 Select button: Press the button on the battle map
 Open command window ÿ
 Cross button: move the unit
 or to select a command
 Shimakatsu

•How to start the game

Set the cassette correctly in the Super Famicom console and turn on the power.
please . If you press the A button or the start button on the title screen ,
The GAME MENU window will open L

play from the beginning

break for the first time or from the beginning
Then choose NEW GAME and press A
Push the button.

• Start with a save file

Continuing a saved game
To play, select LOAD GAME and press A
Push the button . next
one of the files in the File List
Select and press the A button to start the game.
I will stop.

start with break file

There is data interrupted during War M
If so, CONTINUE will be displayed immediately.
Select this and press the A button
please give me. Suspend data is loaded once
When you do it, it disappears.



GRmc menu

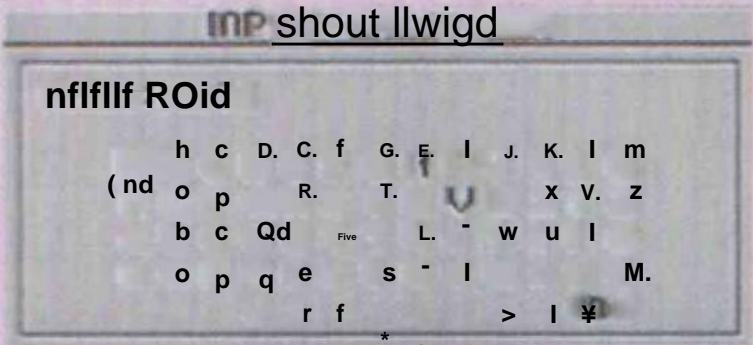
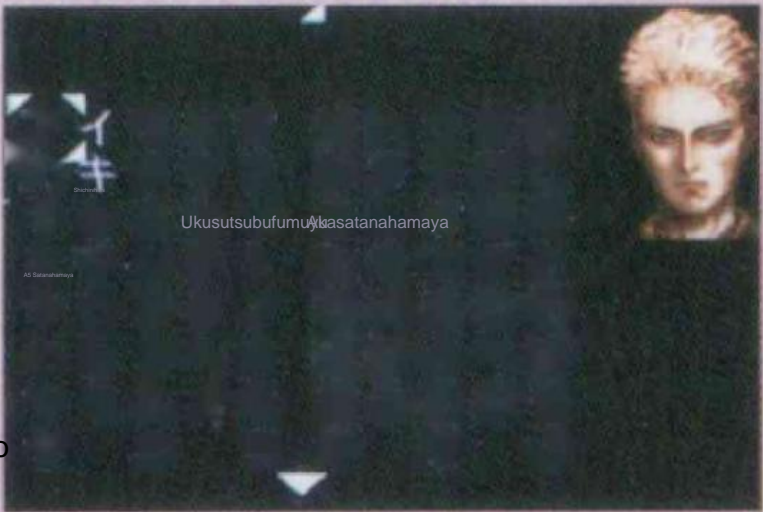


HLC LI5T



Enter name

When you start NEW GAME, this hero
The character name input screen will appear.
>
Enter the name in "Confirm Passenger Name". Use the
cross-shaped button to select a character, and press the A button to
Confirm, B to cancel the previous one, you
can enter up to 8 charactersÿEnter your name
Then press the start button to confirm.
Next , enter the character 's call sign in
"Passenger Call Sign" .
Let's choose 8 letters



'How the game ends

In this "Front Mission", how to leave game data

There are 2 ways to save.

Method 0 Another method is to leave the data by interrupting the battle MAP.

- Save in town

Eight that appear as the game progresses

Towns and bases on the island of Fuman;

Appears when you enter Dekima Jomachi

From within the menu window

Select Save/Load Mother

A File List window will appear.

to select the file in which you want to save the data.

Move the cursor to the A button

Please save with



Load M file list



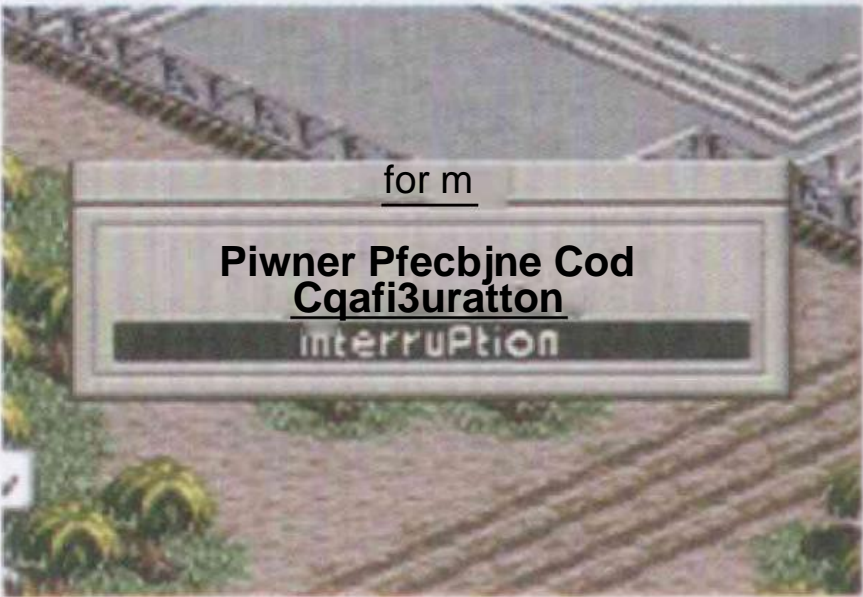
- Pause during battle

Start button on battle map

to open the system window

and select !interruption

button, the current data



You can interrupt the game without leaving

Only one interrupt data can be saved. In addition, the I- degree interruption data is loaded with CONTINUE, the data disappears.



game over

Wanzer's Bodica, which the main character pilots in battle

If it is destroyed, it will be game over.

When the

Start the game from the beginning.

Only in the first battle, the Wanzer boarding the main character is destroyed.

Even if it is done, it will not be a game over.



Battles in this game are turn-based, and you move two deadweight units one by one.

is a battle that wins When all battles on the MAP are over, your own unit

The knitted Wanzer has been completely restored, including the destroyed parts.

- Select from the entire MAP

Between the city and the battle map on the whole map

Use the + button to move the route connecting
your current location and destination,

When you press the A button, your army goes to the destination

Use the A button to move around

Enter War MMAP;

The ma on the map is the city, <<> is the next
is the goal (stage) of

Select sortie members

As the number of your own units increases,

When entering the battle MAP, the battle

The member selection screen to sortie to

It will be displayed and you can sortie with the length A button.

Select all the knits and select the uni

Press the A button on the dot to confirm.

- Combat rules and victory conditions

Combat is turn-based; annihilate enemies

If you let it, you win, the hero unit

Destroyed (ÿÿÿ; commanded

Even if the target power cannot be transferred, the victory or defeat

has nothing to do with

- Reward

Targets ordered before entering combat

Depending on the degree of achievement of

is given L



How to view battle MAPB!

Battles are carried out on the battle map shown below.

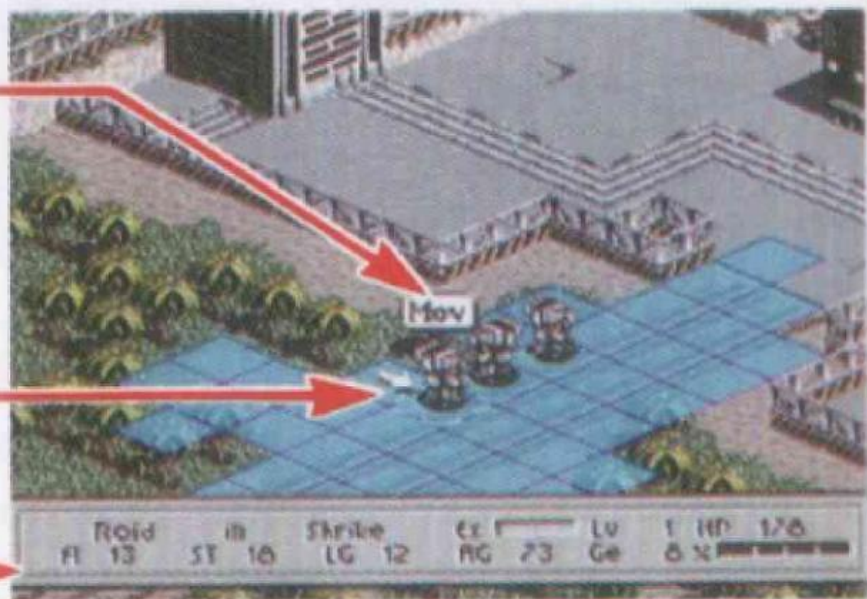
Move > attack > every time, and when all units have finished their actions, it will be an enemy turn.

You can also take actions other than "Move> Attack>"

Action Command-----

cursor-----

unit data window



How to view unit data

pilot name

Aircraft Name EXPX Level Aircraft HP

Uncle Roid in Shrike ~ LV 9 HP~ 191

Hld ST23 LG15 FtG76 Ge40

Fight Sho' Strong Agility Terrain Effect

HPX - Tar

Pilot name: Character on board

ctor name.

Aircraft name: Wanzer name

EXP meter: until next level

EXFW Pirate Level

at : Pilot's Level Q

Aircraft HP : Total value of remaining HP of aircraft,

Fight: Unit's fighting ability ÿ©C

Short: Assess the aircraft's short-range attack capability

Long: The long-range attack ability evaluation value of the unit.

Agility: A tile that evaluates the aircraft's

evasive ability. Terrain effect: The higher the

number, the less damage you receive when attacked.

HP > Meter: Displays the remaining HP of the machine.

tar display. Body, left hand, right hand, legs

Change order of action

The turn order of the units is automatically selected.

selected, but you can use the L*R buttons to

or change selection to previous unit

you can; also press the Y button to auto-select

Move the cursor to A

The unit can be selected with the button,



also

- move

Mid/Cut the selected unit

The part displayed in blue will move to

Move the cursor within the movable range

Move to I stand and confirm with the A button

Please Q



movement restrictions

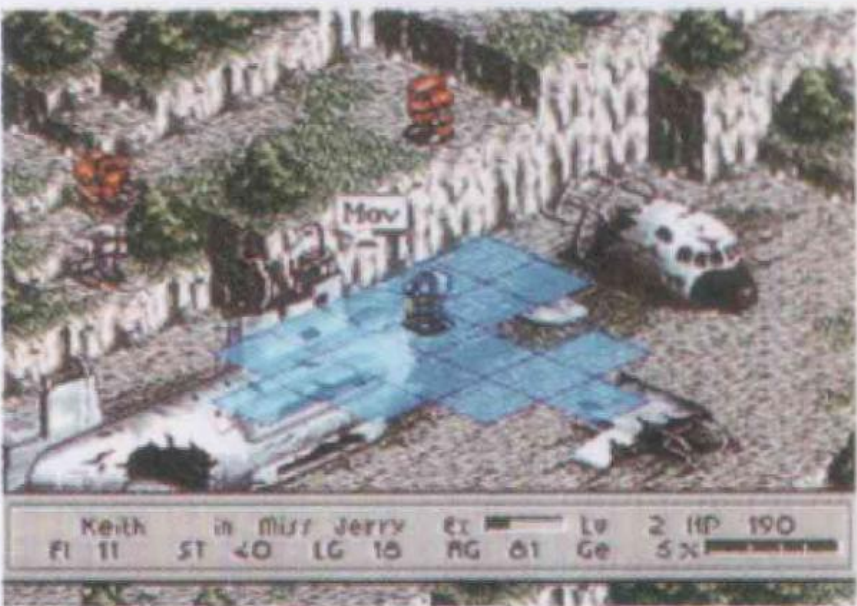
Moving legs are parts of Legs

It changes depending on; there is a step

In that case, ysteps consume ymovement. thunder

Can be crossed depending on leg parts

There is a limit to the steps



- attack

After deciding to move, to the enemy unit

can be attacked by using

A tack appears and you can attack

If there are no bad enemies, End , U se

The Item% Cancel function will show:



Determination of attack targets

When entering an attack action, an action command

becomes Fire and attackable units

point flashes red; the cursor

to select an attack target,

Please confirm with the A button.



Weapon selection

After determining the attack target,

Can be used to attack the target position with a point

A list of weapons will be displayed;

Press the A button to confirmL



range display

After determining the attack weapon, use it automatically.

Weapon range is displayed in red

up to this stage;

to return to the state before the move.

Press the A button to finalize



How to see the battle map

Battles are automatically performed on the battle screen.

Masakatsu On the screen, the front right is always your friend unit; its data is on the right side of the screen

Above, the enemy unit is in the back left,

Data is displayed in the lower left corner of the screen;

In the data column, for each baht

HP is displayed as a meter and numerical value.

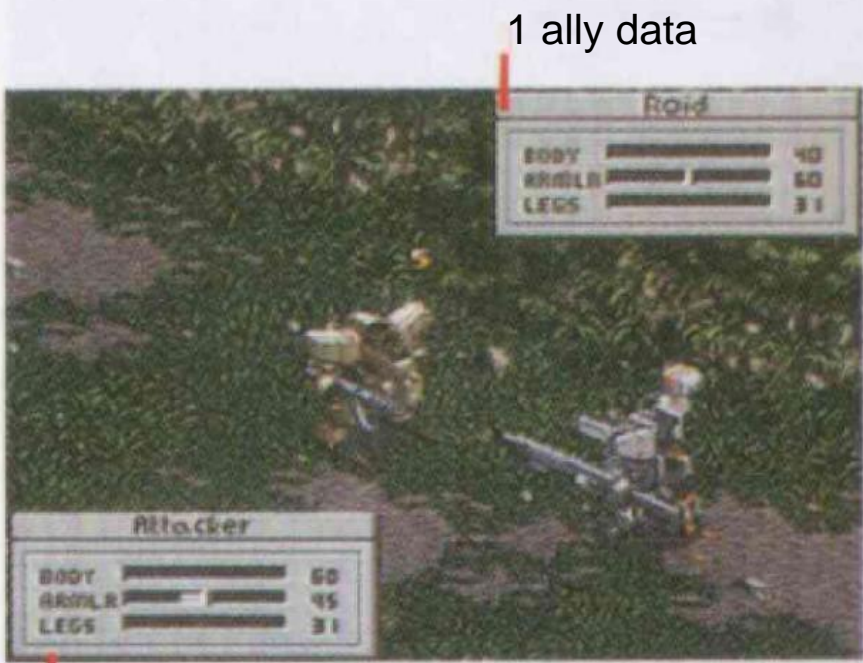
vinegar. When the HP of each part runs out, the power

Motors Power Wei was destroyed, and

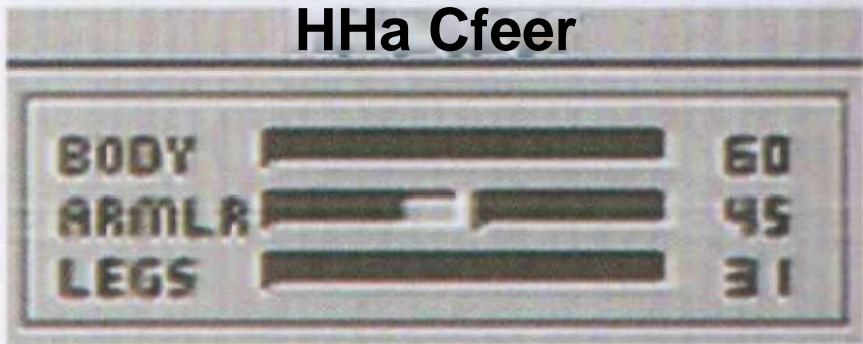
The display meter disappears from the data column

increase. ARM's meter is left left

Hand, right hand rule is the right hand.



I enemy data



About destroying units

Units are body, left hand, right

Consists of 4 types of limbs

Each of them has their own HP .

until HP reaches I , normal

works in the street. Breaks when ÿ

It will be destroyed, the battle screen

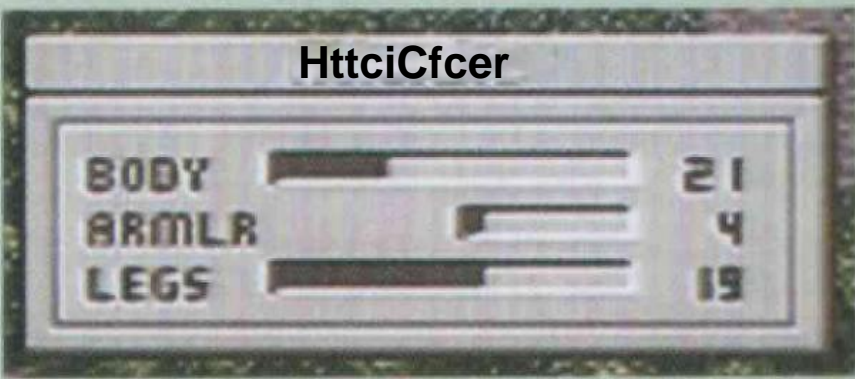
It will also disappear on the graphics in

vinegar. but the body was destroyed

At this point, the unit becomes inoperable.

and the pilot left

I'll go



defensive behavior

Become the target of the enemy's attack during the enemy's turn.

In case of

If it's a close-range attack, you can counterattack

Response to possible and long-range attacks is
defense only



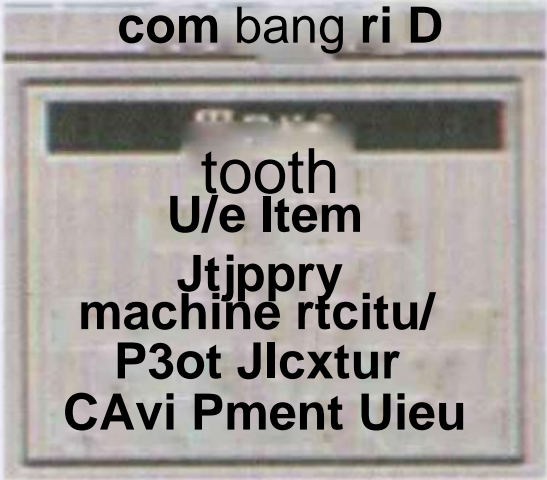
• Other commands

Friendly units can move or attack.

You can also take late actions;

Press the B button when the movement range is displayed.

command window will open;



Item use

Select Itwm in the command window
and press the A button.

The eye owned by that unit
system can be used;



Retrieval of enemy wreckage

When an enemy unit is destroyed, the enemy
You may get parts for
If there is a supply vehicle, the parts
will enter the supply vehicle.

Length in stock



About the system window

The movement range of your unit is displayed.
Press the start button while
then the system window will show
End of turn or battle
Stop fighting, select config mode
can;



Supply vehicle and SUPPLY

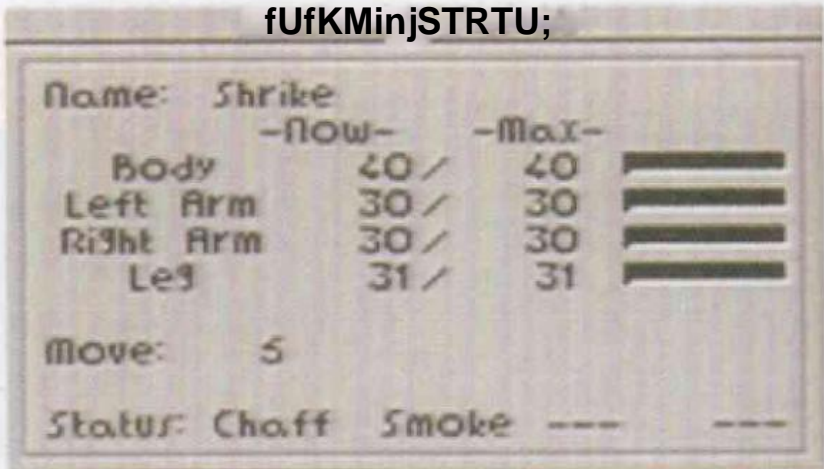
If you advance the game
I will be able to accompany you. friendly unit
When adjacent to the Toka supply wagon
open a command window and type S uppl y
Select to equip the item center supply and the left hand of the weapon.



Also, if you are adjacent to a supply vehicle, HP will gradually regenerate.
Revives and restores HP to I for destroyed parts.

View of machine status

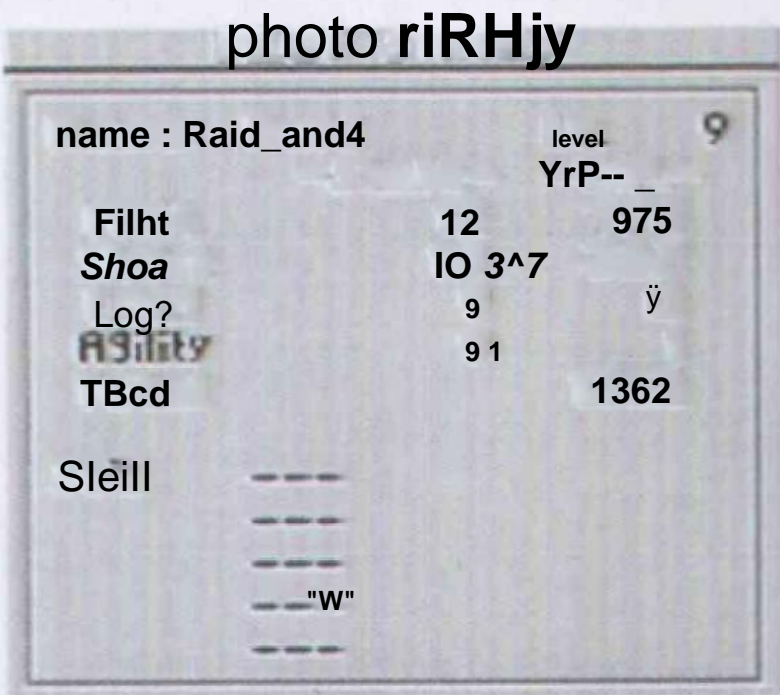
Machine in command window
Selecting Status displays the status of the unit.
you can see the state. each part
HP current value (Now) and maximum value (Max)
is displayed numerically and as a meter.
,Move is a mobile portrait view.Status is effects such as chaff and smoke.



Represents the state of receiving

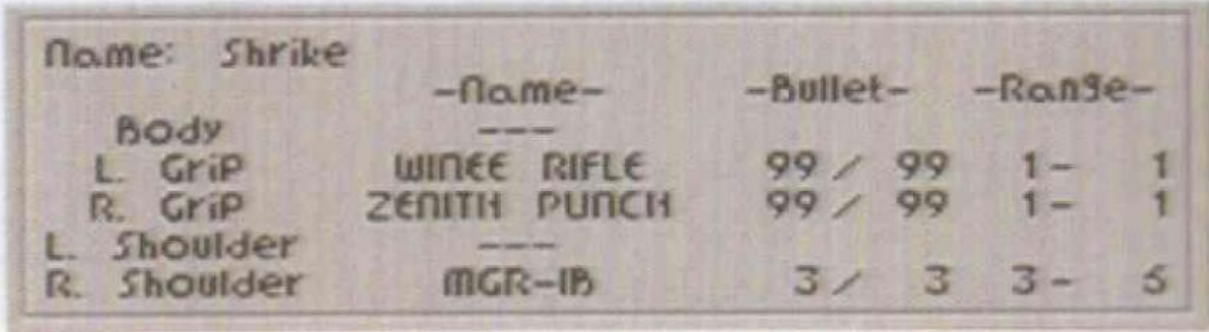
View of pilot status

Pilot Status shows the level of the pilot.
le, horizontal attack power, hit-and-run attack power, and large distance
Each state of attack power and evasion
(nk), Exp (Kei S Kennao), and Kyo!Kennao.
(a measure of comprehensive ability), depending on skill
Acquired skinm abilities/skills) Treasure
be;



How to read the equipment view

Equipment View displays the status of your weapon.
Grip left hand, R.Grip right hand, L.Shoulder left shoulder R.Shoulder right shoulder, Name weapon
name, Bullet W count (remaining count/maximum count), Range range 3 huge distance (shortest
range/maximum range)



キャラクターの成長

LEVEL UP

The main character and the characters in his army will become stronger through repeated battles.

You will acquire and grow;

It is classified into four types of distant S-view attack ability and evasion ability, and each action can be performed in battle.

Each time you take it, you gain experience for that Ability.

- Acquisition of experience points in battle

Experience points are for each ability used in battle.

•It will be accumulated every time,
Wanzer power destroyed during battle
But by then
experience



& lexperience and level up

The higher the S sword straightness, the more damage it gives to the enemy.

The message becomes bigger, and conversely from the enemy

Take less damage.

When it reaches the fixed value, the key
Your character's level will increase.



Acquisition of proficiency and abilities/skills

Wanzer's

Pilots are trained and trained in each combat capability.

I'm going to be skilled Kami Sara

When power reaches a certain value, the character

You can gain different abilities/skills.

Abilities/skills increase when you level up

the experience required to acquire the ability/skill by then;

If you have a sword straight, you will be able to fight along with leveling up.

A window opens on the battle screen and can be learned

A list of abilities/skills will be displayed.

BOPU5 exp gy 23?	
PttGt RO<d	
	+66 1500
Takuw fhort	+10 2Q06
LQflS	+10 2700
Ability	+33 1920



• Proficiency's strengths and weaknesses

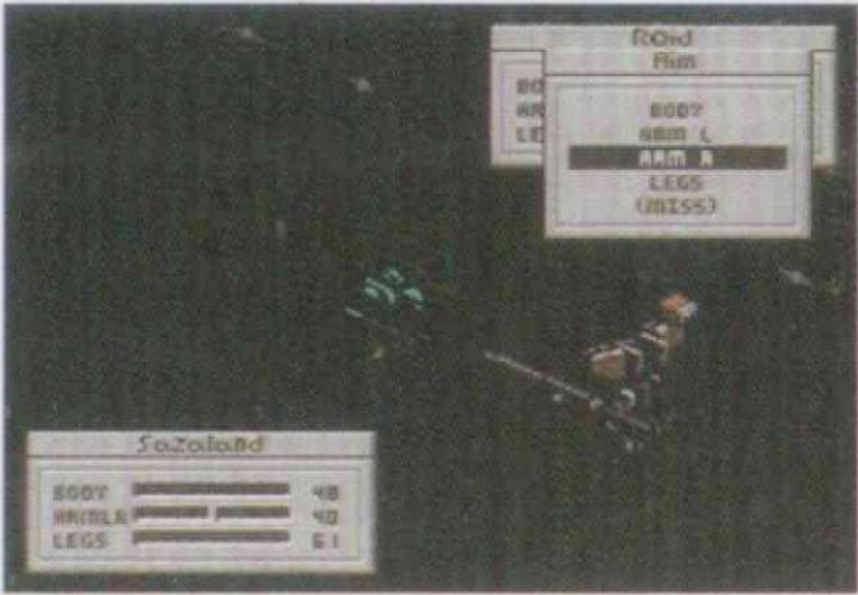
Itosu Kennao required to acquire abilities/skills

is a character-by-character and attack

Different for each attack ability; character

by the tactical

There are intentions and dislikes,



- Skilled dexterity and clumsiness

Number of abilities/skills that can be acquired

There are differences between Yarakuta

Tomoari Makatsu Dexterous character is a number

There are many, and clumsy characters can be learned

There are very few.



- Types and number of abilities/skills that can be acquired

Not everyone can learn all of the abilities/skills that can be learned.

Let's take a look at the most representative types of mortars for each attack power!

Stun (X Tongue Punch): Fighting paralyzes the opponent's Wanzer and 'Incapacitate'

Duel (short-range target fight): A short-range weapon held in the hand of the Near 5th Division , A special move that aims at a fixed place,

Guided (Aiming at a distant S area): A long-distance move, a special move that targets a specific location with a long-range weapon,

- About strategy

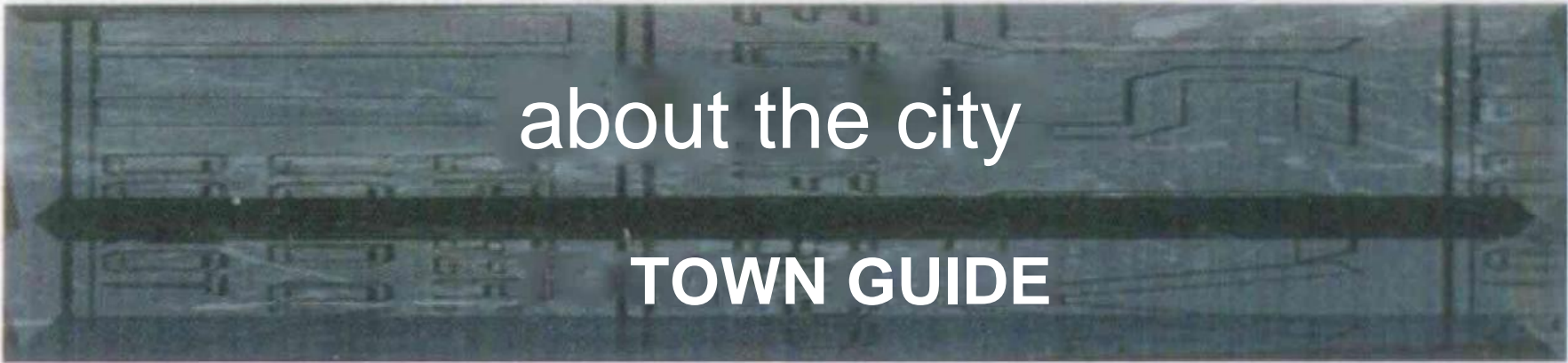
In order to defeat the enemy efficiently, it is important to think of a strategy and skillfully use the skills you have learned. it would be nice

For example, [U-shaped formation surrounding the enemy on the platform and HP / DF such as building a wall with a Wanzer and attacking from behind

Let's think of a simple dog brother and think of a strategy that is unique to you.

When acquiring an ability/skill, the fighting method that the character to be acquired is good at (M, close-range shooting, long-range shooting), and let them learn their abilities/skills.

Yo. Once learned, abilities/skills cannot be changed.



As you progress through the game, you will be able to enter many towns on Huffman Island.

close up the city on the whole map (A button), then press the A button to enter the city; there are various facilities in the city, or collect information;

•Major facilities in town

When you enter the town, the first thing you notice is the name of the town, Kaminato.

City menu with the indicated A button

A window opens;

There are various services!

Here, the typical

Introduce things;



Shop



can buy
t
sell

Colosseum



value
Arena
and get a price with 1 experience with

Military office



British
敵のTI
receipt

Set up



can
T. (

Bar



bar
at X
information
line is
obtained Only talk

Save/Locid



can save and load game data. You

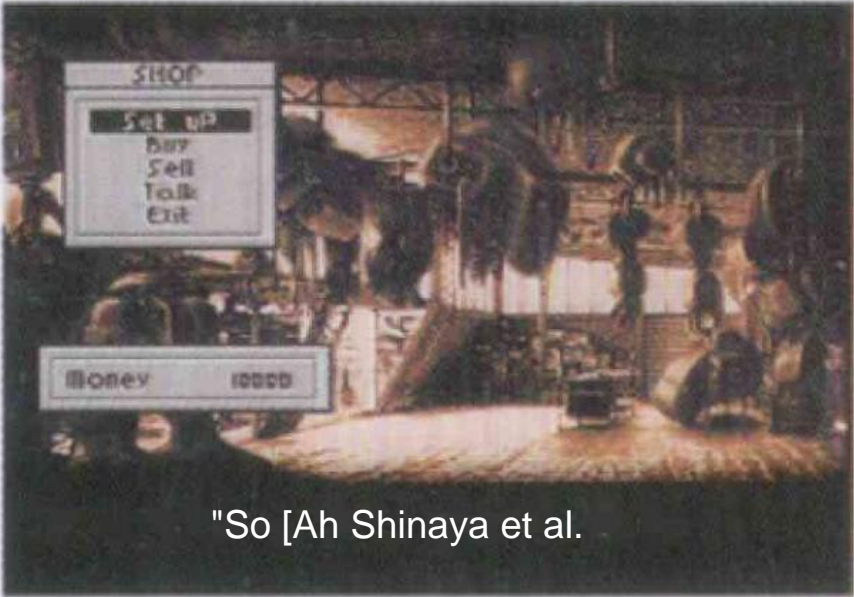
SHOP ショップ

Different towns sell different things.

What I bought is a set

Put it in the stock, except to
can be sold;

You can only sell things.



"So [Ah Shinaya et al.

Buy

Select: Select Weapon or Parts , Item or what type

Position: Choose which position to equip each weapon and unit ; not displayed when buying items.

Item list: each item is displayed; to the right of the item name is the data for that item under the box ;

How to read the screen

Select an item with the up and down arrows, then press the left

You can decide the number with the right button .

By decision, Money is the amount of money in possession y Total is the purchase

In the password bar page t;



Sell

Select: Weapon , Parts , or Items to sell; Position: Select the position to sell items for Weapons and
Hearts; Items It is not displayed when selling .

Item list: each item's strength is displayed;

Buy while setting up >

Edit: Proceed to select the aircraft to be set up or cancel the setup.

Machine select : Select the machine to set up In the machine name field, press the + button up and down to select the machine
and press the a button to confirm . Select the name change (Name) or color link CT (Paint) of the aircraft; Position : Select
which position to buy for each weapon and aircraft part ; Not displayed if Paint is selected yeah.

Parts is t: Each item is displayed; the number to the right of the product name is the ® rating, and the bottom is the data ``You can only buy y at a time.

How to read the setup screen

Use the up and down arrow keys to select an item,

Confirm with the A button.

W/

P is the equipment weight relative to the carrying capacity.



Note/

Items that are displayed as "Weight over" on the aircraft's display screen cannot be purchased because they are overweight.

Paint: Allows you to change the body color

Nammi: You can enter the aircraft name.



At the military command center of the cu army

The next destination is displayed on the overall map .

and receive an explanation of the strategy. one time

After receiving the explanation, the mission

I will not be able to receive an explanation
please.



How to view the force analysis screen

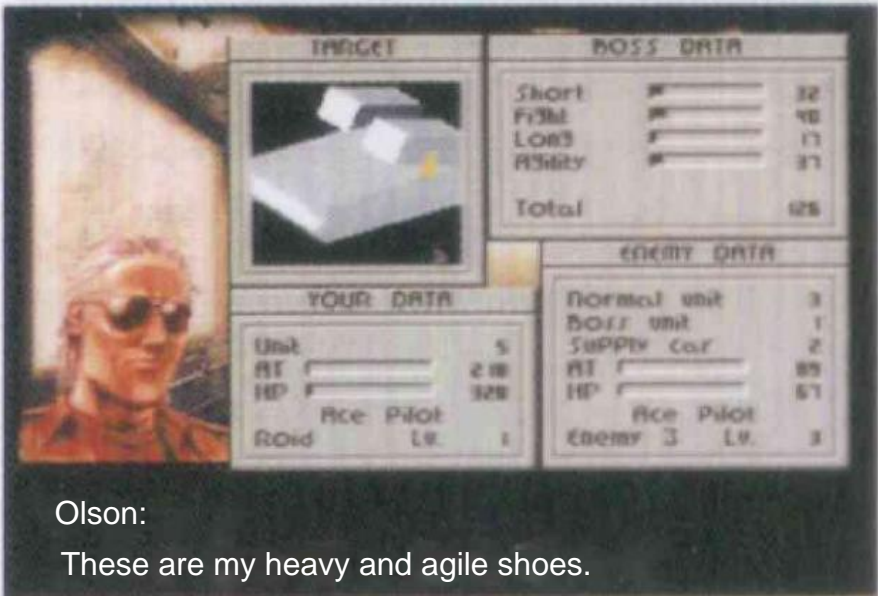
of enemies and allies encountered in the next battle

The mission is to roughly analyze the force

The length is displayed after the description of

To the left of BOSS DATA is the boss graphic.

ficker is shown;

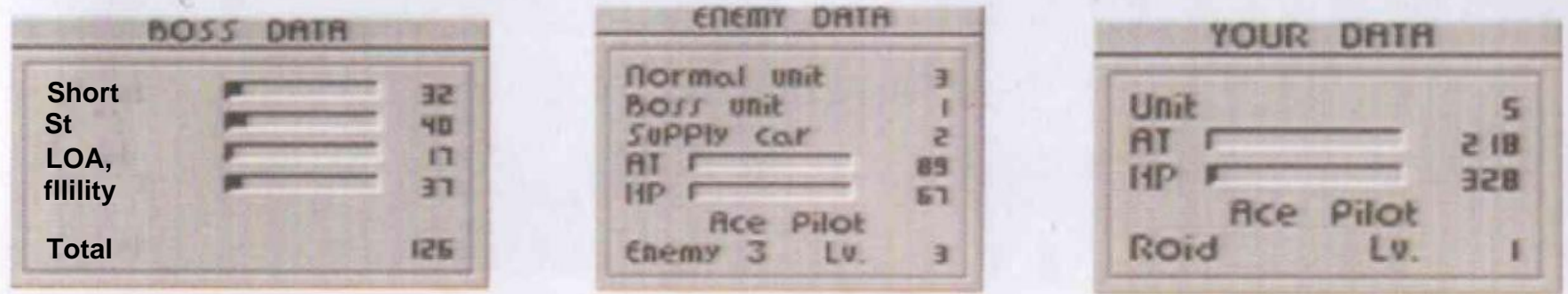


BQSS DATA [ENEMY DATA YOUR DATA

Enemy Pos stats are displayed.

The number of enemy units you will meet in the next battle, their attack power (AT) and HP total, boss level strength is shown

Displays the number of participating units , their total attack power (AT) , and total HP.



Shishi f^Danri

闘技場

apply for entry

In this game experience (direct and money acquisition is Outside of battle, it can only be obtained in the arena. It is better to enter the arena as much as possible .

choose a fighting machine

From among your own units, select the media that will participate in the arena. Select a member and click the cursor in the member name field. Move up and down to match the member you want to enclose and press the button.

choose an enemy

In this arena, you can choose who you will fight against. Move the cursor over the match name field and

Determine the opponent with the button (multiplier depending on the opponent <ODDS> is different). Decide your bet, your opponent After confirming the attack ability of the

fight

Battles are turn-based, just like regular battles, but No hyperactivity. Attack close! You can also choose from any weapon you own.

You will be fully recovered at the end of the battle.

Result Whether you win or lose

You can get money according to the rate

Status window

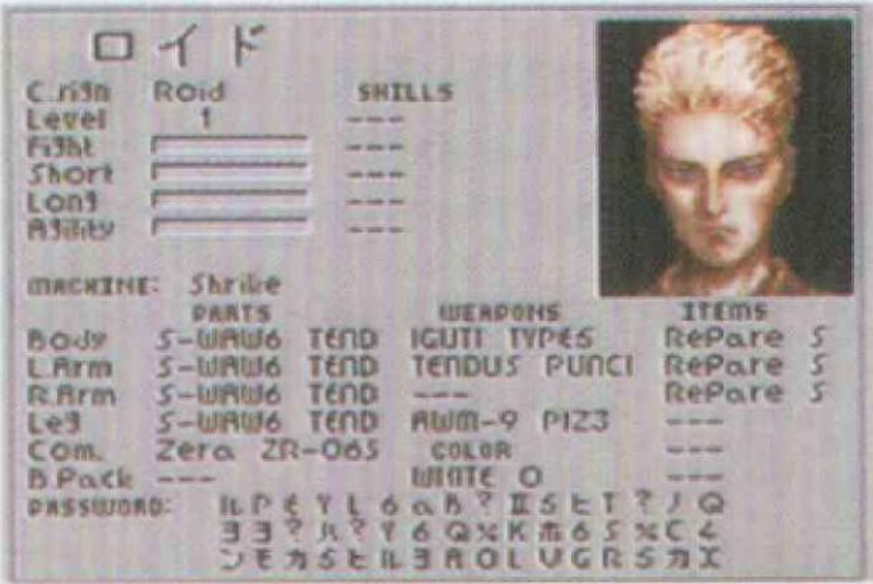
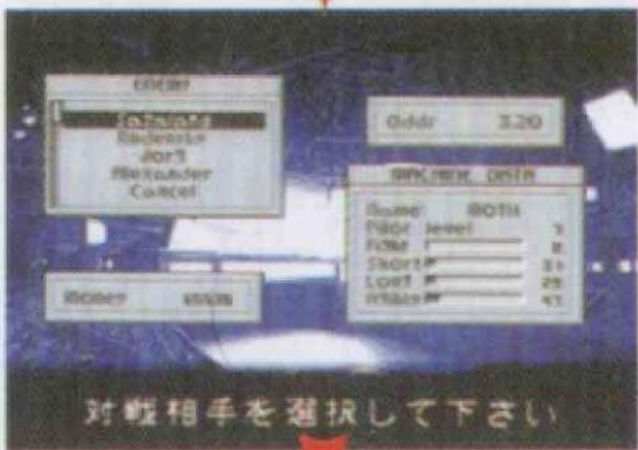
Status

I can see the pilot's condition increase. pilot selection window

Use U to move the cursor, and press the A button.

The pilot is determined by the under the status window

Also shows the password that can be used in VS Play.



SET UP

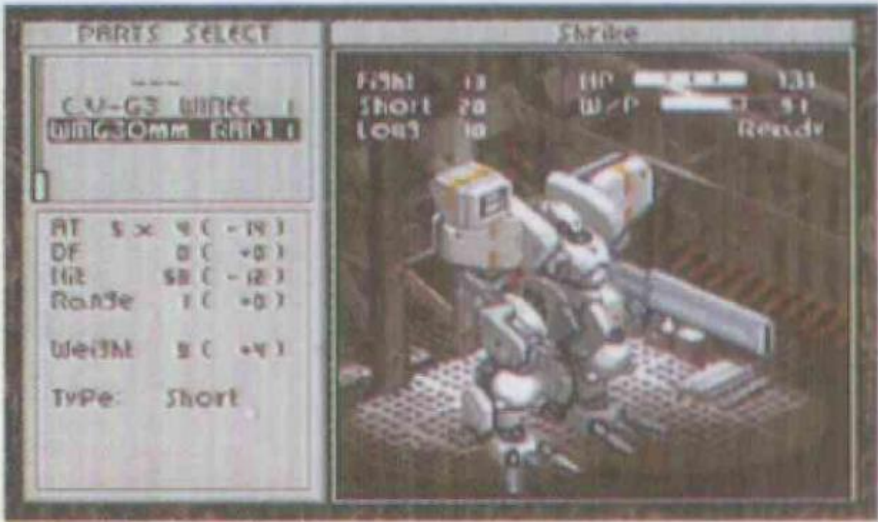
Parts and weapons in stock

You can change the container or use the item
can be given to the unit

If you can [this setup

One workshop and one warehouse

L



Edit: Select one of Machine select to see the setup pilot status of the machine Machine
select: Select the machine to set up;

Setup: Choose what you want to set up: Weapons, Equipment , Items, Names,
Colorings . Item's stock is equipped with one, Trade is a companion's
Exchange with Hem, Drop discards Item.
Position: Select the equipment position of the weapon or baht to be replaced .

Parts list: Each item is displayed; use the cross button to move the cursor up and
down in the name field , and press a to confirm . Paint:

Change the color of the aircraft.

Name: Enter the aircraft name. '

Pilot Status: Shows the pilot's attack power.

"Ability evaluation is a relative evaluation of the values of various weapons, baht,
etc. The higher the value (fM), the better.

From left to right, hp indicates body, left hand, right hand, foot, and straight.
w/p is a graph showing the weight that is being used with the current loading capacity
as 100% .

Fighting ability evaluation
Wit Short : Close sand attack ability
evaluation value Long : Far 5
deceptive attack ability
evaluation Individual Agility : Evasion !



注意!

If "Weight over " is displayed on the aircraft's display screen , it cannot
sortie because the vehicle is overweight;
is displayed and it becomes impossible to sortie.

How to read Pilot Status

Shows the character's combat ability

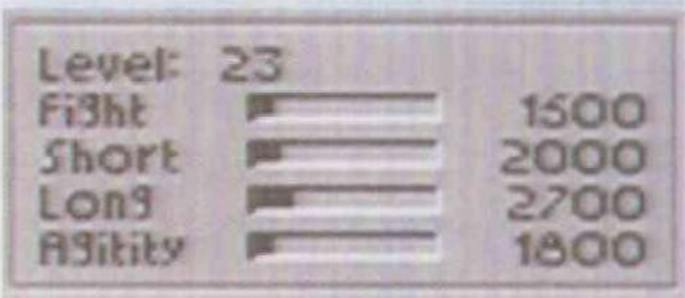
Press the A button again

Display learned skills,

F i ght/Melee Attack Ability Short /Short Range

Attack Ability Long/Long Range Attack Ability

Agility/Evasion Ability



Caffector

CHARACTERS



Roid Clive

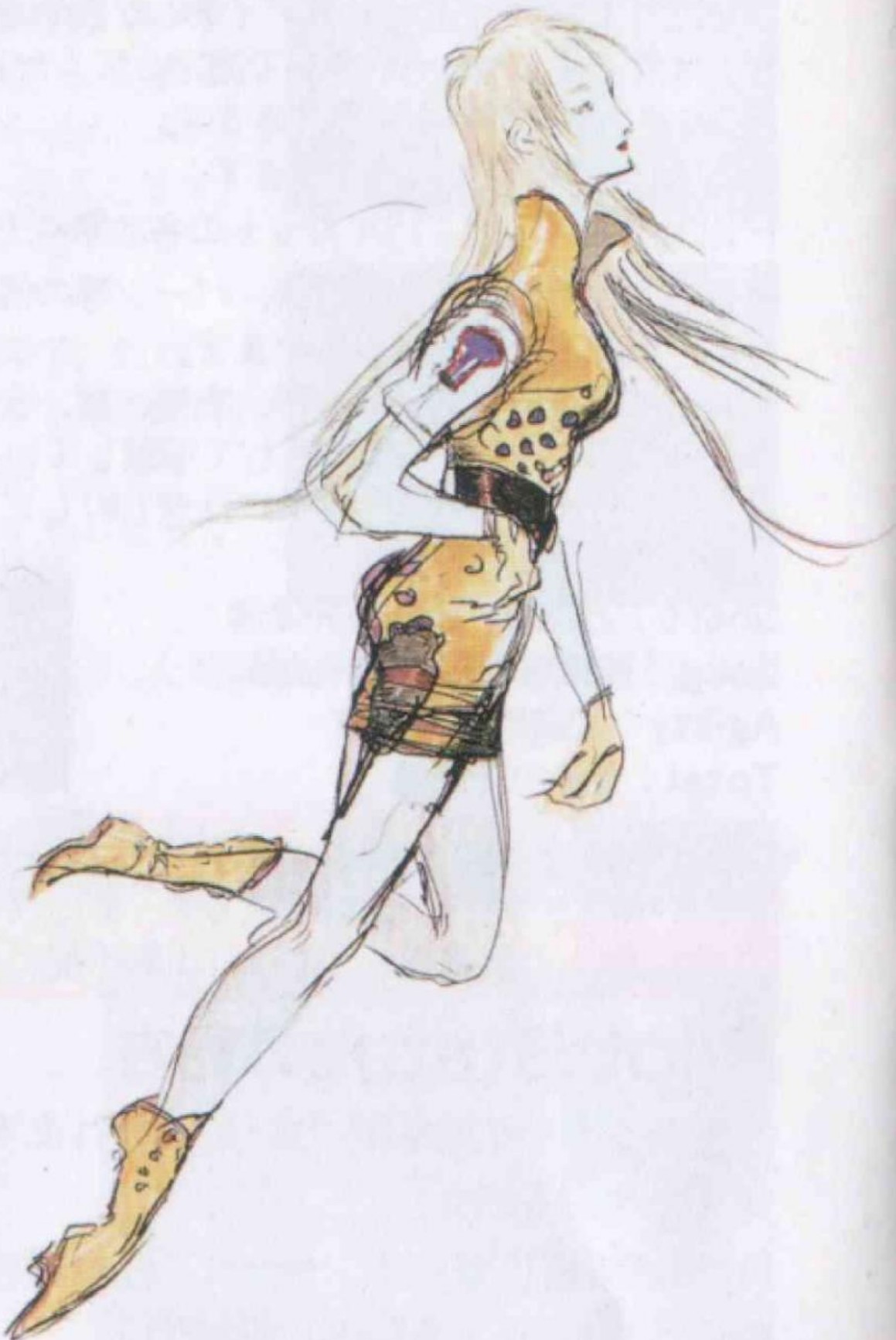
Lloyd

23-year-old male, height 188, weight 75kg, from Australia. Former OCU Army Ellie toba lot. Colleague and lover

He was asked to leave the army after Karen's death.

With the captain of OCU's mercenary unit Canyon Crow Become. An excellent military officer, admired by his subordinates. The body that is commonly used is thin, but strong like the elbow.

Tsusada who has a strong body



Kalen Meure

Karen

23-year-old Female Height: 170 cm, weight: 58 kg . Treasure OCU land military pilot. Tall and lithe

What is the owner of the body, tt rank is a soldier

Unbelievable Hoe Visit



Colonel Orson

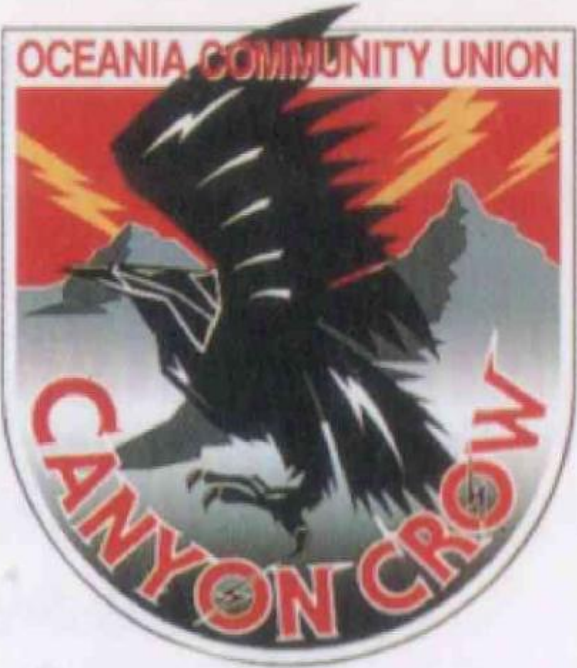
Colonel Olson

47 years old Male Height 80 crr K

Weight 74 shield OCU regular army size

Mercenary Troop Canyonk

Law Commander



CANYON CROW

Canyon Crow

Mercenary Division of the OCU Army Orso

Scouted by Colonel Ng

A gathering of excellent human resources
there n



Ryuji Sakata

28-year-old Male height 175 Weight 65 kg

Japanese ŷ Left home to join the army
due to rebellion against family, former
subordinate of Lloyd.



Natalie
F. Blakewood Natalie

21 years old Female height 168cnk weight

A 55kg blond, blue-eyed beauty. Assemble a
mercenary force under Lloyd

Destructive vice "credit group"



Keith Carabell

0 Kiss ' 2

Tall male height 18 like K body

Weight 75kg Dreaming of getting
rich quickly, joined Canyon Crow

Self-confidence that does not think about the future



Joynas Jeriaska
JJ

25 year old Male Height 192 g Weight 82 kg Black man
from South America 4XA from Canyon Crow at home

I am sending it to my family.



Driscoll

Driscoll

28 years old Male

Height 183cm Weight 7.7kg

The head is cut off, but it is very cold

A mysterious person.



Committee President

Reiji Sakata

Chairman Reiji Sakata

Sakata Industry Association

His ingenuity as a manager is outstanding

and comprehensively received from pharmaceutical companies

Expand into the weapons industry.



HELUS WALL

walls of hell

USN Army 6th Marshal, Strongest Division

Roaring names as a corps

be. It consists of 6 people below the captain

is



Demetrius

gR% lead

隊長

v.

S.

mosquito-

time

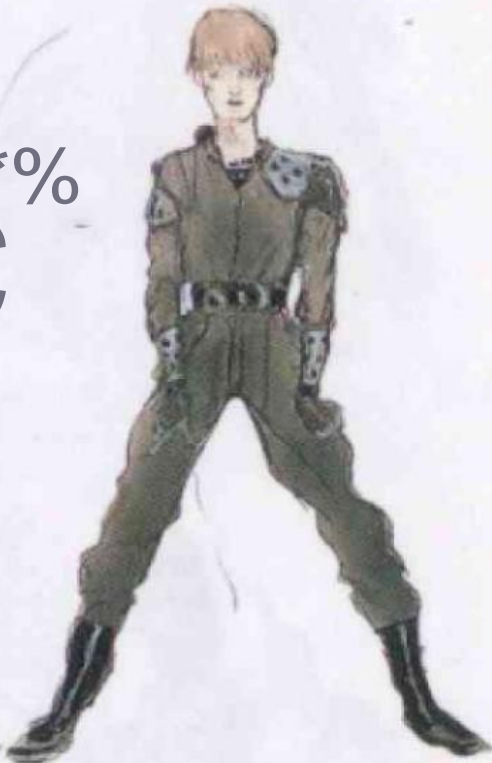
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Mine
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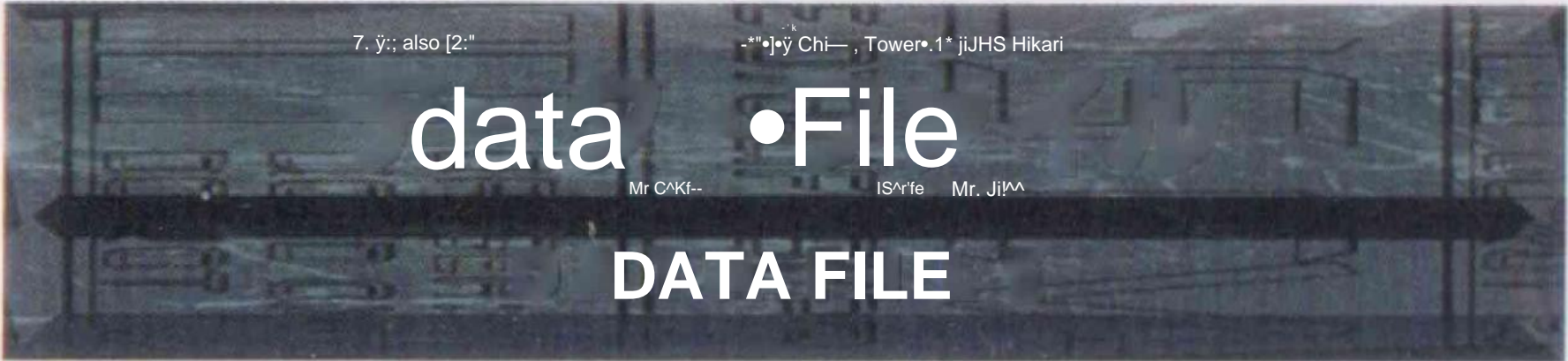
Gh*%
C



a copy

Superintendent
The blue

the hearth



There are many Van Tour equipment weapons, aircraft A-tsu, and items to use.
Here, we will introduce how to view the data and typical items.



<How to read the data>

AT: Attack power of X number of shots and I shots

Hit: hit value

Range (Ra): Range Weight (Wt): Stacked

Bullet (B u) : Remaining number of attacks / Maximum number of attacks (B +

Let items are not displayed in Buy or Set up

Hm) H\$: Price $\ddot{y}\ddot{y}$ = Infinite



close range weapon					
Lover MG		Iguchi type 5 rifle		RIM-3 grenade	
AT: 4X3 Hit: 72	AT: 12	Hit : 75 AT R13		Hits: 72	
Ra:t	Wt: 8 Ra:	1 Wt: 8 Ra: 1-4 Wt: 16			
Bu: 00	H\$: 100Bu : 8	H\$: 100 BU : 8 H\$: 320			

murder					
MGR Yang M Launcher		Piz 3 M Launcher		Calvados R Launcher	
AT: 2 x 12 Hits: 74	ATs: 1 x 14 Hits: 68	ATs: 3 x 11 Hits: 76			
Ra: 3_5 Wt: 20	Ra: 3-4 Wt: 12		Ra: 3-5 Wt: 26		
Bu: 2	H\$: 340 Bu : 3	H\$: 120 Bu: 3		H\$: 400	

PARTS

hearts i

BBODY

<How to read the data>

DF : Defensive HP : Endurance
Engine (Eg): Ne S® group power
Weight (Wt): Weight
Int. Weapon (IW): Internal Weapon
H\$: ¥






DF12

HP40

Engine110

Weight28

InterNone

		
zenith body	Giza body	Husky—MKJI! Body
DF: 11 HP: 33	DF: 13 HP: 45	DF: 13 HP: 39
Eg: 130 Wt: 24	Eg: 120 Wt: 30	Eg: 140 Wt: 26
H\$: 340	H\$: 400	H\$: 400

ARMs

<How to read the data>

DF : Defensive HP : Endurance
Hit: hit value
Weight (Wt): Weight
Int. Weapon (IW): 内蔵武器
H\$: W&






DF16

HP30

Hit75

Weight17

InterPunch

					
Zenith am		Giza: F...m		Husky M. <u>K.III 7 y"</u>	
DEF: 14	HP: 24	DEF: 15	HP: 26	Defence: 17	HP: 24
!Hit : 60	Weight: 18	Hits: 61	Weight: 24	Hit: 63 Weight: 18	
W : PUNCH one	H\$: 160 IW: PUNCH	H\$: 200 IW : PUNCH	H\$: 200		

ý leg

<How to read the data>

DF : Defense force HP: Durability value

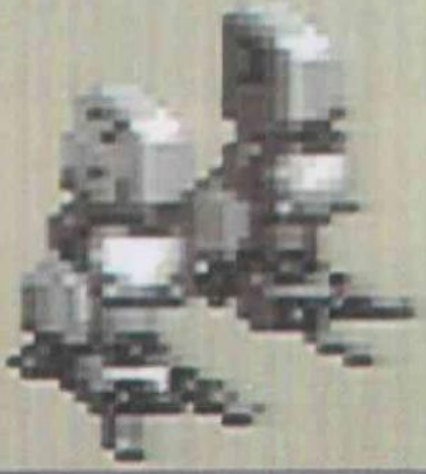


Engine (Eg): Sub-engine fl® Gong

Move (Mov):

Weight (Wt): Weight

H\$: ý



					
zenith leg		Giza leg		Husky—MK.III Leg	
DF: 13 HP: 26 DF: 14		HP: 34 DF: 16		HP: 30	
Source:- Mov : 12 Eg :—		Mav: 12pressure : 1Mov : E4			
Weight: 20 H\$: 260 Wt: 24		H\$: 280 Wt: 20		H\$: 280	

ý COMPUTER

<How to read the data>

Fight: Accuracy for melee weapons Short : Accuracy for short-range weapons

Long : Accuracy for far 5 weapons Agility : Evasion (direct

The computer is the part that affects only the hit of the attack {direct and evasion value;

It does not increase physical attack power (AT) or defense power (DF). the game

As it progresses, when the characteristics of the aircraft become clear, the command that matches the characteristics

It would be nice to have a computer

ý BACK-PACK

<How to read the data>

Item: Item number Range : Item launch range increment

Engine : Sub-engine power Weight : Weight

The ship can carry up to 4 items even without a backpack L

It is also possible to hold a projectile item in a state without projectile ability.

The sub-engine of the rack is calculated in addition to the engine of the body,

Improve your ability to lengthen

How to choose parts and weapons

Parts and weapons of the same price each have their own characteristics, pilot fighting, close-up Increase defense power according to the high one among each combat ability of shunting and far S-shun. Then you should choose parts and weapons with high DF.

•Special weapons/parts

How to read the data>

AT : Attack Power DF : Defense Power H

P : Physical strength H it : Accuracy value R an

ge : Range W eight : Weight ! nt .

Weapon : Built-in weapon Engine : Sa

load capacity of the engine Move :

Power Punch: Punch attack Gun

: Ranged Weapon Fight : Fighting Weapon

Weapon ,

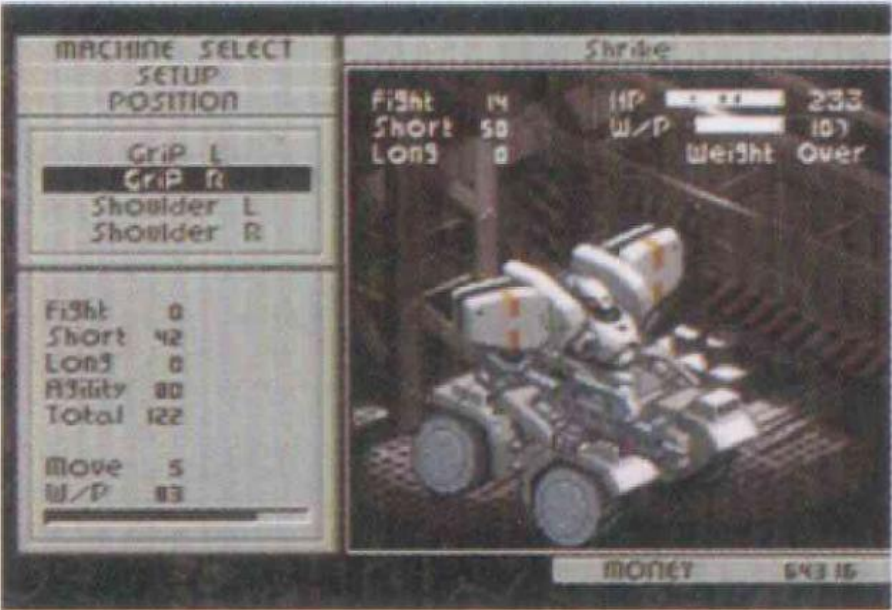
Equipped with a built-in weapon

Equipped with parts and sub-engines

There are parts, etc.

Here are some major examples of

te; please refer to it.



<p>F "long tonfa</p> <p>In addition to the built-in control mechanism, there are also weapons that can be used in such hands.</p>	<p>stem, rod</p> <p>A hand-to-hand combat weapon.</p>	<p>WS-2 Shield You</p> <p>can equip a shield like this instead of a weapon on your shoulder.</p>
<p>WS-20 Shield A shield worn on the shoulder.</p> <p>Recommended for aircraft with weak armor.</p>	<p>galore leg</p> <p>Suitable for flat ground.</p> <p>Equipped with a sub-engine: Adds a weight limit</p>	<p>Gust Arm</p> <p>Arms themselves are guns, no need to equip weapons, You can't fight 1st.</p>



There are 4 items for each aircraft.
can;

When equipped, the number according to the ability
can additionally have items of
Kimakutsu

Used in item usage commands;



Repair : Items that repair damaged parts. recovery effect

There are several types depending on

Mine: mine. Laying where the unit power is currently crying

If you stop at that point without an enemy or friendly SU, it will explode;

Chaff : Evasion rate against attacks with long-range weapons such as missiles

Used against allies whose
injection power at

About Versus Mode (VS Play)

You can play against your friends' Vantours in the Colosseum.

Can be Regular (Wanzer in use of this cassette) and Guest
(Wanzer registered with password) around 2nd L

Manuak Auto : After deciding on regular and guest matches, Manual
is the same as regular battle ^ (all input is I controller), Auto is Van

Once you decide on a tour, the battle will automatically start and you can use it for battle.

Wanzer says that Player 1 can be either Regular or Guest, Player 2
can only be selected by Guest;

Input : You can enter the password for 8 G ues t Wanzers.

The data you entered in To will be lost if you reset or turn off the power.

Makatsu

Delete: Deletes the data entered in Input i

View : View the Wanzer data you entered;

Raise Your Own Wanzer Password to Status Wind

If you watch it on the screen and write it down and enter it in your friend's cassette, you can interact with your friend.

Enjoy fighting games;

[About defective products]

What if the product you purchased does not work ?

If you are unable to record, etc., please attach a copy to the ROM cassette.

Please send it to our company below, with postage paid, and we will check and approve it.

Regarding the software that has been issued, it is handled as follows: 1/ AU

C All problems at the manufacturing stage , etc., are attributed to our company w WN — I • State Tÿ SE this 1 , 1

We are happy to exchange new software for free.

ÿ Failure or damage caused by the customer's negligence , Failure due to use of gong

In case of malfunction for an unreasonable reason, please contact Ritsuhiro Yes, LI UA

IT - / 'I'

ÿLithium batteries are guaranteed for 5 years from the first day of light.

As for the software in the intermission, please read (b r 1 " " state thread

Please contact us by number.

ÿ When sending software, be sure to make a sail sound. Disputes caused by a million-state publication network

Lost and damaged 1 ['ÿ1CLH'^ i !

○尚、 In fact, I tried to eat Akira Shinko with my hands, but it was out of my shackles.

please understand"

address

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PHONE 03-5488-1525 Mobile~A/10:0g 18:00 Excluding holidays)

Easy game strategy (strategies, data, etc.)

We apologize for not being able to accept it.

so must z?aOE

Sold by Square Co., Ltd.

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ÿillustration/Yoshitaka Amano

EC App/Hiroshi Yokoyama

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AJC-zua-yokonir is Nintendo's i-ji,